CLAIMS:

1. A distributed entertainment system for controlling audio/visual source equipment, comprising:

at least one command unit for one or more user zones, the or each command unit being configured to receive commands from a user; and

a hub for receiving command signals from the or each command unit, the hub having an output for transmitting control signals for controlling audio/visual source equipment in dependence upon received command signals;

characterised by a control signal storage unit for storing dedicated control signals specific to audio/visual equipment to be controlled, and

characterised in that the hub has an input facility for receiving and storing dedicated control signals from the control signal storage unit ,

whereby the hub is configured to transmit dedicated control signals in dependence upon received command signals.

2. A distributed entertainment system as claimed in claim 1, in which the hub is operative to receive and store a dedicated control signal in response to user activation of a functional input associated with audio/visual source equipment.

3. A distributed entertainment system as claimed in claim 1 , in which the control signal storage unit is a learning remote control unit.

4. A distributed entertainment system as claimed in claim 3, in which the learning remote control unit comprises a first user operable input for sending a predetermined control signal, and a second user operable input , which is configurable to send a dedicated control signal.

5. A distributed entertainment system as claimed in claim 1, in which the control signal storage unit is operative to store a dedicated control signal sent from a remote control unit of an audio/visual source equipment component.

6. A distributed entertainment system as claimed in claim 1, in which audio/visual source equipment of the invention comprises a controllable device.

7. A distributed entertainment system as claimed in claim 6, in which the controllable device is a lighting or air conditioning unit.

8. A method of configuring a distributed entertainment system, comprising:

providing at least one command panel in one or more

user zones, and a hub for receiving command signals from the command panel; characterised by:

determining control signals for controlling specific audio/visual source equipment in the distributed entertainment system;

storing the control signals in a control signal storage unit;

inputting the stored control signals into the hub; and

storing the control signals in the hub such that the hub transmits the stored control signals in dependence upon received command signals.

9. A method of configuring a distributed entertainment system as claimed in claim 8, comprising storing two or more control signals corresponding to an audio/visual source equipment function such that the hub transmits the stored control signals in dependence upon a single received command signal.